IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of: Jon P. Yarbrough

Serial No.:   10/797,338

Group Art Unit: 3714

Filed: March 10, 2004

Examiner: Pandya, Sunit

For: Method of Playing a Bingo-Type Game With A Mechanical Technological Aid, And An Apparatus And Program Product For Playing The Game

Mail Stop Appeal Brief - Patents
Commissioner of Patents
P.O. Box 1450
Alexandria, Virginia 22313-1450

APPEAL BRIEF

Dear Commissioner:

Subsequent to the filing of the Notice of Appeal on December 2, 2008, Applicant now submits a brief in support of the appeal. This Appeal Brief is accompanied by the required fee under §41.20(b)(2).

REAL PARTY IN INTEREST

The real party in interest in this Application is Video Gaming Technologies, Inc., the assignee of all right and interest in the Application, to which an assignment has been recorded Reel 015589, Frame 0619 in the United States Patent and Trademark Office.

RELATED APPEALS OR INTERFERENCES

There are no known prior or pending appeals, interferences, or judicial proceedings which are related to, directly affect or are directly affected by or have a bearing on the Board's decision in the pending appeal.

STATUS OF CLAIMS

Claims 1, 4-22, 25-32, 34-46, 49-51, 54 and 55 are pending in this Application. As a result of an Office Action dated June 16, 2008, Claims 1, 4-22, 25-32, 34-46, 49-51, 54 and 55 stand finally rejected under 35 U.S.C. §103(a) as being unpatentable over Yoseloff (U.S. Patent No. 6,398,645) and further in view of Falciglia (U.S. Patent No. 5,935,002). The rejections of claims 1, 4-22, 25-32, 34-46, 49-51, 54 and 55 are being appealed.

STATUS OF AMENDMENTS

No amendments have been filed subsequent to the previous rejection. All amendments have been entered and are reflected in the claims in the Claims Appendix.

SUMMARY OF CLAIMED SUBJECT MATTER

Independent Claim 1 is directed to a method of playing a bingo-type game. The method comprises generating an end game result of the bingo-type game indicative of whether a

player has won or lost the bingo-type game, and displaying an award representation of the end game result directly displayed upon and represented by a mechanical technological aid at an electronic play station. The mechanical technological aid is selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof. Support for this claim can be found throughout the specification and drawings, including but not limited to, Paragraphs [0023], [0025], [0031], [0035], [0036], and [0037]; and Figs 2A, 2B, 2C, 2D, and 4.

Independent Claim 22 is directed to a method of playing a bingo-type game. The method comprises creating a bingo card, generating at least one called number, determining whether the at least one called number establishes at least one of a game-ending pattern or an interim pattern on the bingo card, generating an end game result of the bingo-type game correlating to the determination of whether the at least one called number establishes at least one of the patterns, and displaying an award representation of the end game result displayed directly upon and represented by a mechanical technological aid at an electronic play station. The mechanical technological aid is selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof. Support for this claim can be found throughout the specification and drawings, including but not limited to, Paragraphs [0023], [0025], [0026], [0027], [0029], [0030], [0031], [0035], [0036], and [0037]; and Figs 2A, 2B, 2C, 2D, 4, 5A and 5B.

Independent Claim 32 is directed to an apparatus for playing a bingo-type game. The apparatus includes a server for generating at least one called number that correlates to a result of said bingo-type game, a plurality of electronic play stations in operative communication with said server and comprising respective mechanical technological aids, and a plurality of award representations carried directly and simultaneously by each one of said mechanical technological aids, wherein an award representation of the plurality of award representations is displayed for visual display. The server creates a plurality of bingo cards and communicates said created plurality of bingo cards to said respective ones of the plurality of electronic play stations, wherein said at least one called number is compared to said plurality of bingo cards to determine whether said at least one called number establishes at least one of a game-ending pattern or an interim pattern on any one of said plurality of bingo cards. The mechanical technological aids are selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof. Support for this claim can be found throughout the specification and drawings, including but not limited to, Paragraphs [0022], [0023], [0024], [0025], [0026], [0027], [0029], [0030], [0031], [0035], [0036], and [0037]; and Figs 2A, 2B, 2C, 2D, 4, 5A and 5B.

Independent Claim 46 is directed to a program product for playing a bingo-type game wherein said program product code is stored on computer readable media. The computer readable media comprises a result program code for generating an end game result of the bingo-type

game, and   a display program code for displaying an award representation of the end game result displayed directly upon and represented by a mechanical technological aid at an electronic play station. The mechanical technological aid is selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof. Support for this claim can be found throughout the specification and drawings, including but not limited to, Paragraphs [0022], [0023], [0024], [0025], [0026], [0027], [0029], [0030], [0031], [0035], [0036], and [0037]; and Figs 2A, 2B, 2C, 2D, 4, 5A and 5B.

Independent Claim 49 is directed to a method of playing a bingo-type game. The method comprises creating at least one bingo card for each one of at least one player, generating at least one called number common for all of the at least one player, determining whether the at least one called number establishes at least one of a game-ending pattern on the at least one bingo card, generating at least one end game result of the bingo-type game for each one of the at least one player, displaying for visual display a win representation of a plurality of representations displayed directly upon and represented by a mechanical technological aid if a respective one of the at least one end game result is a win for a respective one of the at least one player, and displaying for visual display a loss representation of the plurality of representations if the respective one of the at least one end game result is a loss for the respective one of the at least one player. The mechanical technological aid is selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical

die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof. Support for this claim can be found throughout the specification and drawings, including but not limited to, Paragraphs [0023], [0025], [0026], [0027], [0029], [0030], [0031], [0035], [0036], and [0037]; and Figs 2A, 2B, 2C, 2D, 4, 5A and 5B.

Independent Claim 50 is directed to a method of providing an electronic bingo-type game. The method comprises creating a first bingo card for a first player playing at a first electronic play station, generating at least one called number, determining whether the at least one called number establishes a game-ending pattern on the first bingo card, generating an end game result of the bingo-type game, displaying a win representation and displaying directly on a mechanical aid of the play station if the player has won the game, and displaying a loss representation and displaying directly on the mechanical aid if the player has lost the game. The mechanical technological aid is selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof. Support for this claim can be found throughout the specification and drawings, including but not limited to, Paragraphs [0023], [0025], [0026], [0027], [0029], [0030], [0031], [0035], [0036], and [0037]; and Figs 2A, 2B, 2C, 2D, 4, 5A and 5B.

GROUNDS OF REJECTION TO BE REVIEWED ON APPEAL

Whether Claims 1, 4-22, 25-32, 34-46, 49-51, 54 and 55 are properly rejected under 35 U.S.C. §103(a) as being unpatentable over Yoseloff (U.S. Patent No. 6,398,645) and

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further in view of Falciglia (U.S. Patent No. 5,935,002).

<u>ARGUMENT</u>

The invention generally relates to a method, apparatus and program product for playing a bingo-type game. In some embodiments, the invention relates to a method, apparatus, and program product that use a mechanical technological aid to display a representation of a result of the bingo-type game.

In formulating the outstanding 103 rejection, the Examiner has cited a hypothetical combination of Yoseloff and Falciglia. Yoseloff and Falciglia are both directed to electronic, computer-based bingo games.

The Examiner admits that Yoseloff is completely silent with respect to *"displaying the end game result represented by a mechanical technological aid"* and that *"instead Yoseloff teaches [of] video reels."* See Page 2 of the Office Action dated June 16, 2008.

The Examiner relies on Falciglia to remedy the deficiencies of Yoseloff. However, as illustrated in further detail below, Falciglia only discloses the use of "virtual" representations of spinning symbols, without the need for any mechanical aids or components whatsoever.

Thus, it is proffered that the resulting combination of Yoseloff and Falciglia would merely provide an electronic bingo game wherein the end game result is simulated on a video screen, that is, without incorporating a mechanical aid as presently claimed. The Examiner has failed to articulate where either reference discloses or suggests using a "mechanical technological aid" as recited in the claims.

For example, each of independent claims 1, 22, 32, 46, 49 and 50 recite, among other things, a mechanical technological aid which *is selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical*

spinning wheels rotatable about at least one axle, one or more mechanical die rotatable

about at least one axle, one or more mechanical playing cards rotatable about at least one

axle, and combinations thereof.

As the Office is aware, the test for obviousness is what the combined teachings of the

references would have suggested to those of ordinary skill in the art. *See In re Keller, 642*

F.2d 413, 208 USPQ 871 (CCPA 1981).

Clearly, since neither reference even discloses using a mechanical technological aid as

in the presently claimed invention, the combined teachings would not have suggested the

presently claimed invention to those of ordinary skill in the art.

Thus, the cited hypothetical combination of Yoseloff and Falciglia is insufficient for

supporting this rejection against the claimed invention at least because each and every

limitation of the independent claims 1, 22, 32, 46, 49 and 50 is not found in Yoseloff and

Falciglia.

As the Office is aware, "[s]ection 103 forbids issuance of a patent when 'the

differences between the subject matter sought to be patented and the prior art are such that the

subject matter <u>as a whole</u> would have been obvious at the time of the invention was made to a

person having ordinary skill in the art to which the subject matter pertains." *KSR Int'l Co. v.*

Teleflex Inc., 127 S.Ct. 1727, 1734, 82 USPQ2d 1385, 1391 (2007) (emphasis added).

Furthermore, in *KSR*, the Court reiterated that "rejections on obviousness grounds cannot be

sustained by mere conclusory statements; instead, there must be some <u>articulated reasoning</u>

with some <u>rational underpinning</u> to support the legal conclusion of obviousness." 127 S.Ct. at

1740-41, 82 USPQ2d at 1396 (emphasis added). See also MPEP § 2143 (Sept. 2007).

In considering the claimed invention as a whole, it is submitted that the combined

teachings of Yoseloff and Falciglia would also not have suggested the claimed invention to

one skilled in the art.

Indeed, Yoseloff specifically teaches away from the claimed inventions in that it expressly states, as the Examiner has already previously acknowledged, that the "use of mechanical devices is awkward, inconvenient and cumbersome." *See Yoseloff column 2, lines 1-2.* Thus, it is speculated that one skilled in the art would not look to Yoseloff in forming a combination that included a mechanical technological aid as presently claimed.

Furthermore, element 144 of Yoseloff, as best understood by the Applicant, is shown (e.g. in Fig. 1) as being a video display, and there is absolutely no description whatsoever that element 144 can include one or more spinning members rotatable about an axle.

Additionally, it is questionable whether the Examiner's assertion that Yoseloff "teaches … video reels" with respect to the award representation of the end game result is accurate. Specifically, there is no description in Yoseloff that the award representation of the end game result, such as element 144 in Fig. 1, is displayed as a "video reel." The only apparent disclosure of an "end game result" is shown in Fig. 1 at element 144, which appears to be a simple static video display. While the device disclosed by Yoseloff can supposedly change the display information on the video display, there is no mechanical (e.g., rotational) movement of any members about an axle.

Thus, it is proffered that one of ordinary skill in the art would not look to Yoseloff for guidance on a bingo-type game, or method of using the same, as presently claimed. It is respectfully submitted that Yoseloff also fails to provide the alleged teachings relied upon by the Examiner to support the asserted rejection.

With regard to Falciglia, the passage at column 11, lines 23-30, of Falciglia specifically relied on by the Examiner is reproduced below:

> As shown in FIG. 8, the game client 170 includes an event processor 196 connected to a user input device 198, a game display 200, and a communications interface 202. The event processor 196 operates the application program for allowing the user to play the bingo-like game. The event processor 196 performs wheel spins; i.e. the event processor 196 operates the selectable symbol generator to generate a new set of five random symbols and to change a current display of the selectable display regions to display the generated random symbols to **simulate** the spinning of multiple mechanical wheels generating random symbols as in slot machines in the prior art. (Emphasis added).

Thus, as taught in the above passage, Falciglia merely endeavors to simulate the "mechanical" spinning of game symbols, as it is clearly referring to a video representation of spinning symbols. In other words, there is no disclosure or suggestion of a "physical" axle upon which "physical" technological aids (whatever form they may take) actually rotate thereabout. Falciglia only discloses the use of "virtual" representations of spinning symbols, without the need for any mechanical aids or components whatsoever.

Furthermore, Falciglia does not disclose or suggest that the video simulation of the game symbols are used to indicate an end game result, as presently claimed, but rather the video simulation appears to be part of the primary game itself. Thus, as with Yoseloff, it is proffered that Falciglia also teaches away from the presently claimed invention in that it specifically discloses that video representations, as opposed to mechanical technological aids, are to be used to depict game symbols or other game-related indicia. Therefore, one of ordinary skill in the art would not look to Falciglia either for guidance on a bingo-type game, or method of using the same, as presently claimed.

Clearly, Falciglia fails to provide the alleged teachings as relied upon by the Examiner as support to the asserted rejection.

For at least the above reasons, the combination of Yoseloff and Falciglia fails to

render obvious the presently claimed invention. Furthermore, even if Falciglia and Yoseloff were combined, the resulting combination would not render obvious the presently claimed invention. Applicant contends that the 35 U.S.C. §103(a) rejection of claims 1, 4-22, 25-32, 34-46, 49-51, 54 and 55 is improper and a *prima facie* case of obviousness has not been established.

Because claim 1 is allowable over Yoseloff and/or Falciglia, either alone or in combination therewith, for at least the reasons stated above, claims 4-21, which depend from and further define claim 1, are likewise allowable. Because claim 22 is allowable over Yoseloff and/or Falciglia, either alone or in combination therewith, for at least the reasons stated above, claims 25-31, which depend from and further define claim 22, are likewise allowable. Because claim 32 is allowable over Yoseloff and/or Falciglia, either alone or in combination therewith, for at least the reasons stated above, claims 34-46, which depend from and further define claim 32, are likewise allowable. Because claim 50 is allowable over Yoseloff and/or Falciglia, either alone or in combination therewith, for at least the reasons stated above, claims 51, 54 and 55, which depend from and further define claim 46, are likewise allowable.

<u>CLOSING</u>

For the reasons set forth above, the rejection of claims 1, 4-22, 25-32, 34-46, 49-51, 54

and 55 under 35 USC §103 are improper and must be reversed.

Respectfully submitted,

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CLAIMS APPENDIX

1. (Previously Presented): A method of playing a bingo-type game, comprising:

generating an end game result of the bingo-type game indicative of whether a player has won or lost the bingo-type game; and

displaying an award representation of the end game result directly displayed upon and represented by a mechanical technological aid at an electronic play station;

wherein the mechanical technological aid is selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof.

2. (Canceled)

3. (Canceled)

4. (Previously Presented): A method as set forth in claim 1 further comprising the step of creating a first bingo card for a first player and a second bingo card for a second player that is different than the first bingo card and prior to the step of generating the end game result of the bingo-type game.

5. (Previously Presented): A method as set forth in claim 4 further comprising the step of generating at least one called number shared in common by the first and second players prior to the step of generating the end game result of the bingo-type game.

6. (Previously Presented):   A method as set forth in claim 5 further comprising the step of reporting the at least one called number to the electronic play station for comparison to the first and second bingo cards after the at least one called number has been generated.

7. (Original):   A method as set forth in claim 5 wherein the step of generating at least one called number comprises generating a plurality of called numbers.

8. (Original):   A method as set forth in claim 7 wherein the called numbers are generated at the same time.

9. (Original):   A method as set forth in claim 7 wherein the called numbers are generated in succession.

10. (Previously Presented):   A method as set forth in claim 7 wherein the step of generating the end game result of the bingo-type game further comprises the step of determining whether the called numbers establish a game-ending pattern on any one of the first and second bingo cards.

11. (Previously Presented):   A method as set forth in claim 10 wherein the step of displaying the award representation of the end game result is in response to determining whether the game-ending pattern has been established on any one of the bingo cards.

12. (Previously Presented): A method as set forth in claim 11 further comprising the step of awarding a game-ending prize in response to determining whether the game-ending pattern has been established on any one of the bingo cards.

13. (Original): A method as set forth in claim 12 further comprising the step of requiring a daubing of the game-ending pattern prior to awarding the game-ending prize.

14. (Original): A method as set forth in claim 12 further comprising the step of providing an auto-daubing option prior to awarding the game-ending prize.

15. (Previously Presented): A method as set forth in claim 11 further comprising the step of ending the bingo-type game in response to determining whether the game-ending pattern has been established on any one of the bingo cards.

16. (Previously Presented): A method as set forth in claim 7 wherein the step of generating the result of the bingo-type game further comprises the step of determining whether the called numbers establish an interim pattern on any one of the bingo cards.

17. (Previously Presented): A method as set forth in claim 16 comprising the further step of displaying an award representation of an interim game result directly displayed upon and represented by the mechanical technological aid in response to determining whether the interim pattern has been established on any one of the bingo cards.

18. (Previously Presented): A method as set forth in claim 17 further comprising the step of awarding an interim prize in response to determining whether the interim pattern has been established on any one of the bingo cards.

19. (Original): A method as set forth in claim 18 further comprising the step of requiring a daubing of the interim pattern prior to awarding the interim prize.

20. (Original): A method as set forth in claim 18 further comprising the step of providing an auto-daubing option prior to awarding the interim prize.

21. (Previously Presented): A method as set forth in claim 1 further comprising the step of determining whether a plurality of players are playing the bingo-type game prior to generating the end game result of the bingo-type game.

22. (Previously Presented): A method of playing a bingo-type game, comprising:

creating a bingo card;

generating at least one called number;

determining whether the at least one called number establishes at least one of a game-ending pattern or an interim pattern on the bingo card;

generating an end game result of the bingo-type game correlating to the determination of whether the at least one called number establishes at least one of the patterns; and

displaying an award representation of the end game result displayed directly upon and represented by a mechanical technological aid at an electronic play station;

wherein the mechanical technological aid is selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof.

23. (Canceled)

24. (Canceled)

25. (Previously Presented): A method as set forth in claim 22 wherein the step of generating the end game result of the bingo-type game further comprises the step of reporting the at least one called number to the electronic play station for comparison to the bingo card after the at least one called number has been generated.

26. (Original): A method as set forth in claim 22 wherein the step of generating at least one called number comprises generating a plurality of called numbers.

27. (Original): A method as set forth in claim 26 wherein the called numbers are generated at the same time.

28. (Original): A method as set forth in claim 26 wherein the called numbers are generated in succession.

29. (Original): A method as set forth in claim 22 further comprising the step of awarding a prize in response to determining whether the game-ending pattern or the interim pattern has been established on the bingo card.

30. (Original): A method as set forth in claim 29 further comprising the step of requiring a daubing of the game-ending pattern or the interim pattern prior to awarding the prize.

31. (Original): A method as set forth in claim 29 further comprising the step of providing an auto-daubing option prior to awarding the prize.

32. (Previously Presented): An apparatus for playing a bingo-type game, comprising:

a server for generating at least one called number that correlates to a result of said bingo-type game;

a plurality of electronic play stations in operative communication with said server and comprising respective mechanical technological aids; and

a plurality of award representations carried directly and simultaneously by each one of said mechanical technological aids, wherein an award representation of the plurality of award representations is displayed for visual display;

wherein said server creates a plurality of bingo cards and communicates said created plurality of bingo cards to said respective ones of the plurality of electronic play stations, wherein said at least one called number is compared to said plurality of bingo cards to

determine whether said at least one called number establishes at least one of a game-ending pattern or an interim pattern on any one of said plurality of bingo cards;

wherein said mechanical technological aids are selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof.

33. (Canceled)

34. (Previously Presented): An apparatus as set forth in claim 32 wherein each one of said plurality of electronic play stations further comprise a controller for creating a respective one of the plurality of bingo cards, wherein said at least one called number is compared to said plurality of bingo cards to determine whether said at least one called number establishes at least one of a game-ending pattern or an interim pattern on at least one of said plurality of bingo cards.

35. (Previously Presented): An apparatus as set forth in claim 34 wherein said server compares said at least one called number to said plurality of bingo cards to determine whether at least one of said game-ending pattern or said interim pattern has been established on at least one of said plurality of bingo cards.

36. (Previously Presented): An apparatus as set forth in claim 34 wherein said controller of each one of said plurality of electronic play stations compares said at least one called number to each one of said plurality of bingo cards to determine whether at least one of said game-ending pattern or said interim pattern has been established on at least one of said plurality of bingo cards.

37. (Previously Presented): An apparatus as set forth in claim 36 wherein said controller of each one of said plurality of electronic play stations is in operative communication with said mechanical technological aid of each one of said plurality of electronic play stations for displaying said result of said bingo-type game.

38. (Previously Presented): An apparatus as set forth in claim 32 wherein said server and said plurality of electronic play stations communicate via an Ethernet network.

39. (Original): An apparatus as set forth in claim 32 wherein said server generates a plurality of called numbers.

40. (Previously Presented): An apparatus as set forth in claim 39 wherein said plurality of called numbers are generated by said server at the same time.

41. (Previously Presented): An apparatus as set forth in claim 39 wherein said plurality of called numbers are generated by said server in succession.

42. (Previously Presented):   An apparatus as set forth in claim 32 wherein said server is local relative to said plurality of electronic play stations.

43. (Previously Presented):   An apparatus as set forth in claim 32 wherein said server is remote relative to said plurality of electronic play stations.

44. (Previously Presented):   An apparatus as set forth in claim 34 wherein each one of said plurality of electronic play stations further comprises a video display section and a mechanical display section with a respective one of said plurality of bingo cards and said at least one called number displayed on said video display section and with said mechanical technological aid disposed within said mechanical display section.

45. (Original): A method of playing said bingo-type game with the apparatus of claim 32.

46. (Currently Amended):   A program product for playing a bingo-type game wherein said program product code is stored on computer readable media, comprising and comprises:

a result program code for generating an end game result of the bingo-type game; and

a display program code for displaying an award representation of the end game result displayed directly upon and represented by a mechanical technological aid at an electronic play station;

wherein the mechanical technological aid is selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof.

47. (Canceled)

48. (Canceled)

49. (Previously Presented):   A method of playing a bingo-type game, comprising:

creating at least one bingo card for each one of at least one player;

generating at least one called number common for all of the at least one player;

determining whether the at least one called number establishes at least one of a game-ending pattern on the at least one bingo card;

generating at least one end game result of the bingo-type game for each one of the at least one player;

displaying for visual display a win representation of a plurality of representations displayed directly upon and represented by a mechanical technological aid if a respective one of the at least one end game result is a win for a respective one of the at least one player; and

displaying for visual display a loss representation of the plurality of representations if the respective one of the at least one end game result is a loss for the respective one of the at least one player;

wherein the mechanical technological aid is selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof.

50. (Previously Presented):   A method of providing an electronic bingo-type game, comprising:

creating a first bingo card for a first player playing at a first electronic play station;

generating at least one called number;

determining whether the at least one called number establishes a game-ending pattern on the first bingo card;

generating an end game result of the bingo-type game;

displaying a win representation and displaying directly on a mechanical aid of the play station if the player has won the game; and

displaying a loss representation and displaying directly on the mechanical aid if the player has lost the game;

wherein the mechanical technological aid is selected from the group of one or more mechanical spinning reels rotatable about at least one axle, one or more mechanical spinning wheels rotatable about at least one axle, one or more mechanical die rotatable about at least one axle, one or more mechanical playing cards rotatable about at least one axle, and combinations thereof.

51. (Previously Presented): The method of providing the electronic bingo-type game set forth in claim 50 comprising the steps of:

creating a second bingo card for a second player playing at a second electronic play station; and

sharing the same at least one called number between the first and second play stations.

52. (Canceled)

53. (Canceled)

54. (Previously Presented): The method of providing the electronic bingo-type game set forth in claim 50 comprising the further step of displaying the first bingo card on a video display at the first electronic play station.

55. (Previously Presented): The method of providing the electronic bingo-type game set forth in claim 50 wherein the mechanical aid carries a plurality of award representations and spins prior to displaying the selected one of the award representations.

EVIDENCE APPENDIX

NONE

RELATED PROCEEDINGS APPENDIX

NONE